5/	Be it enacted by the Legislature of the state of Utah:
58	Section 1. Section 32B-2-307 is amended to read:
59	32B-2-307. State Store Land Acquisition and Building Construction Fund.
60	(1) As used in this section, "fund" means the State Store Land Acquisition and
61	Building Construction Fund created in this section.
62	[(1)] (2) There is created an enterprise fund known as the State Store Land Acquisition
63	and Building Construction Fund.
64	[(2)] (3) The [State Store Land Acquisition Fund] fund is funded from the following
65	sources:
66	(a) appropriations made to the [State Store Land Acquisition Fund] fund by the
67	Legislature; [and]
68	(b) in accordance with Subsection [(5)] (6)(a), proceeds from revenue bonds authorized
69	by Title 63B, Bonds[ <del>-</del> ];
70	(c) subject to Subsection (7)(b), repayments to the fund; and
71	(d) the interest described in Subsection (4).
72	(4) (a) The fund shall earn interest.
73	(b) Interest earned on the fund shall be deposited into the fund.
74	[(3)] (5) Subject to Subsection $[(4)]$ (6), the department may use the money deposited
75	into the [State Store Land Acquisition Fund to purchase or lease property for new state stores.]
76	<u>fund:</u>
77	(a) for construction of new state stores, including to purchase or lease property; and
78	(b) for maintenance or renovation of existing state stores or facilities.
79	[(4)] (6) (a) Before the department spends or commits money from the [State Store
80	Land Acquisition Fund] fund, the department shall:
81	(i) present to the Infrastructure and General Government Appropriations Subcommittee
82	a description of how the department will spend the money[-]; and
83	(ii) if the department intends to spend or commit money from the fund for construction
84	of a new state store:
85	(A) receive approval from <b>\$→</b> [the state building board] DFCM ←\$, created in Section
85a	<u>63A-5b-201; and</u>
86	(B) receive authorization in an appropriations act.
87	(b) Following a presentation described in Subsection [(4)(a)] (6)(a)(i), the